Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method of performing a competition between teams by means of at least two sets of modular units, the method comprising acts of:

connecting a first set of modular units to a second set of modular units, wherein each set of modular units comprises at least one modular unit ~~with each modular unit having a plurality of ports~~;

~~determining which one of the plurality of ports of the first set of modular units is connected to which one of the plurality of ports of the second set of modular units;~~

determining a set of information items for at least one modular unit, wherein each information item individually relates to a specific modular unit in the first and second sets, wherein the set of information items represents competition-related information, wherein the determined set of information items comprises connection-related information indicating ~~which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of~~ relative physical locations of each of said connected modular units relative to each other of said connected modular units;

creating a common game space including the determined set of information items based on the indication of ~~which ones of the plurality of ports of the first set of~~ the relative

physical locations of each of said connected modular units ~~are connected to which ones of~~

~~the plurality of ports of the second set of~~ relative to each other of said connected modular

units such that ~~each unique indication of connections of ports~~the relative physical locations

between the ~~first and second set of~~ connected modular units ~~results in a correspondingly~~

~~unique~~defines a game space including a size and shape of a play field and thereby ~~which~~

competition is first performed; and

presenting the set of information items on the connected modular units during the

competition.

2. (Currently amended) The method as claimed in claim 1, further comprising acts of:

receiving a first information item representing a property of a connected modular

unit; and

setting a competition-related information item of connected modular units during the

competition based on the received first information item ~~and based on which of a plurality of~~

~~ports of the connected modular unit is connected relative to other modular units~~.

3. (Currently amended) A method according to claim 1, ~~wherein the competition is a first~~

~~competition,~~ the method further comprising acts of:

receiving a second information item representing a second competition; and

setting a competition-related information item of connected modular units during the

second competition based on the received second information item ~~and based on which of~~

~~a plurality of ports of the connected modular unit from which the second information item is received is connected relative to other connected modular units~~.

4. (Currently amended) The method according to claim 1, further comprising acts of:

connecting a third modular unit to at least one of the first and second set of modular units,

receiving a third information item from the third modular unit; and

setting a competition-related information item of all connected modular units during the competition based on the received third information item ~~and based on which of a plurality of ports of the third modular unit is connected relative to ports of other connected modular units~~.

5. (Currently amended) A computer system for performing a competition between teams by means of at least two sets of modular units, the computer system comprising:

means for connecting a first set of modular units to a second set of modular units, wherein each set of modular units comprises at least one modular unit ~~with each modular unit having a plurality of ports~~;

~~means for determining which one of the plurality of ports of the first set of modular units is connected to which one of the plurality of ports of the second modular units~~;

means for determining a set of information items, wherein each information item individually relates to a specific modular unit in the first and second sets; wherein the set of

information items represents competition-related information of connected modular units during the competition, wherein the set of information items comprises connection-related information indicating ~~which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of~~ relative physical locations of each of said connected modular units relative to each other of said connected modular units;

creating a common game space including the determined set of information items based on the indication of ~~which ones of the plurality of ports of the first set of~~ the relative physical locations of each of said connected modular units ~~are connected to which ones of the plurality of ports of the second set of~~ relative to each other of said connected modular units such that ~~each unique indication of connections of ports~~ the relative physical locations between the ~~first and second set of~~ connected modular units ~~results in a correspondingly unique~~ defines a game space including a size and shape of a play field and thereby which competition is first performed; and

means for presenting one of the information items during the competition.

6. (Currently amended) A computer-executable code stored on a computer-readable non-transitory medium for performing a competition between teams by means of at least two sets of modular units, the code when executed by a computer, executes acts of:

connecting a first set of modular units to a second set of modular units, wherein each set of modular units comprises at least one modular unit ~~with each modular unit~~

~~having a plurality of ports;~~

~~determining which one of the plurality of ports of the first set of modular units is connected to which one of the plurality of ports of the second set of modular units;~~

determining for a set of information items at least one modular unit,

wherein each information item individually relates to a specific modular unit in the first and second sets,

wherein the set of information items represents competition-related information of connected modular units during the competition, wherein the set of information items comprises connection-related information indicating ~~which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of~~ relative physical locations of each of said connected modular units relative to each other of said connected modular units;

creating a common playfield including the determined set of information items based on the indication of ~~which ones of the plurality of ports of the first set of~~ the relative physical locations of each of said connected modular units ~~are connected to which ones of the plurality of ports of the second set of~~ relative to each other of said connected modular units such that ~~each unique indication of connections of ports~~ the relative physical locations between the ~~first and second set of~~ connected modular units ~~results in a correspondingly unique~~ defines a game space including a size and shape of a play field and thereby which competition is first performed; and

presenting the set of information items on the connected modular units during the

competition.

7. (Currently amended) A modular unit for performing a competition between teams by means of at least two sets of modular units, the modular unit comprising:

means for connecting a first set of modular units to a second set of modular units, wherein each set of modular units comprises at least one modular unit ~~with each modular unit having a plurality of ports~~;

~~means for determining which one of the plurality of ports of the first set of modular units is connected to which one of the plurality of ports of the second set of modular units;~~

means for determining a set of information items, wherein each information item individually relates to a specific modular unit in the first and second sets, wherein the set of information items represents competition-related information of connected modular units during the competition, wherein the determined set of information items comprises connection-related information indicating ~~which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of~~ relative physical locations of each of said connected modular units relative to each other of said connected modular units;

creating a common game space including the determined set of information items based on the indication of ~~which ones of the plurality of ports of the first set of~~ the relative physical locations of each of said connected modular units ~~are connected to which ones of the plurality of ports of the second set of~~ relative to each other of said connected modular

units such that ~~each unique indication of connections of ports~~ the relative physical locations

between the ~~first and second set of~~ connected modular units ~~results in a correspondingly~~

~~unique~~ defines a game space including a size and shape of a play field and thereby ~~which~~

~~competition is first performed~~;

 means for distributing the set of information items to the corresponding connected

modular units in the first and second sets; and

 means for presenting one of the information items during the competition.

8. (Currently amended) The modular unit as claimed in claim 7, further comprising:

 means for receiving a first information item representing a property of a connected

modular unit; and

 means for setting a competition-related information item of the connected modular

units during the competition based on the received first information item ~~and based which~~

~~of a plurality of ports of the connected modular unit is connected relative to other connected~~

~~modular units~~.

9. (Currently amended) The modular unit according to claim 7, further comprising:

 means for receiving a second information item representing a second competition;

and

 means setting a competition-related information item based on the received second

information item ~~and based on which of a plurality of ports of the connected modular unit~~

~~from which the second information item is received is connected relative to other connected~~

~~modular units~~.

10. (Currently amended) The method as claimed in claim 1, wherein the ~~indication of which~~

~~ones of the plurality of ports of the first set of modular units are connected to which ones of~~

~~the plurality of ports of the second set of modular units determines~~competition related

information includes a physical layout of the common game space during the competition.

11. (Currently amended) The method as claimed in claim 1, wherein the ~~indication of which~~

~~ones of the plurality of ports of the first set of modular units are connected to which ones of~~

~~the plurality of ports of the second set of modular units determines~~ competition related

information includes a physical layout of players relative to one another within the common

game space during the competition.

12. (Currently amended) The computer system as claimed in claim 5, wherein the

~~indication of which ones of the plurality of ports of the first set of modular units are~~

~~connected to which ones of the plurality of ports of the second set of modular units~~

~~determine~~competition related information includes s a physical layout of the common game

space during the competition.

13. (Currently amended) The computer system as claimed in claim 5, wherein the

~~indication of which ones of the plurality of ports of the first set of modular units are~~ ~~connected to which ones of the plurality of ports of the second set of modular units~~ ~~determines~~ competition related information includes a physical layout of players within the common game space during the competition.

14. (Currently amended) The computer-executable code ~~stored on a computer-readable~~ ~~medium~~ as claimed in claim 6, wherein the ~~indication of which ones of the plurality of ports~~ ~~of the first set of modular units are connected to which ones of the plurality of ports of the~~ ~~second set of modular units determines~~ competition related information includes a physical layout of the common game space during the competition.

15. (Currently amended) The computer-executable code ~~stored on a computer-readable~~ ~~medium~~ as claimed in claim 6, wherein the indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines a physical layout of players within the common game space during the competition.

16. (Currently amended) The modular unit as claimed in claim 7, wherein the ~~indication of~~ ~~which ones of the plurality of ports of the first set of modular units are connected to which~~ ~~ones of the plurality of ports of the second set of modular units determines~~ competition related information includes a physical layout of the common game space during the

competition.

17. (Currently amended) The modular unit as claimed in claim 7, wherein the ~~indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines~~ competition related information includes a physical layout of players within the common game space during the competition.

18. (Currently amended) The modular unit as claimed in claim 7, wherein ~~the indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of the plurality of ports of the second set of modular units determines~~ competition related information includes an allocation of competition related information during the competition.

19. (Canceled)

20. (Canceled)

21. (Currently amended) The modular unit as claimed in claim 7, wherein a cumulative physical layout of the connected modular units ~~including the indication of which ones of the plurality of ports of the first set of modular units are connected to which ones of~~

~~the plurality of ports of the second set of modular units~~ determines a layout of virtual players during the competition.

22. (Currently amended)   A modular unit for performing a competition between teams by means of at least two sets of modular units, the modular unit comprising:

means for connecting a first set of modular units to a second set of modular units, wherein each set of modular units comprises at least one modular unit;

means for determining which modular unit is connected to which second modular unit or units in the first and the second set;

means for determining a set of information items, wherein each information item individually relates to a specific modular unit in the first and second sets, wherein the set of information items represents competition-related information of connected modular units during the competition, wherein the set of information items comprises connection-related information indicating physical locations of the connected modular units relative to one another as interconnected in the first and second sets in a common game space, and wherein the competition-related information during the competition depends on the physical locations of the connected modular units relative to ~~one~~ each another and defines the game space including a size and shape of a play field and thereby which competition is first performed;

means for distributing the set of information items to the corresponding connected modular units in the sets; and

means for presenting one of the information items during the competition~~,~~

~~wherein a cumulative physical layout of the connected modular units determines at~~

~~least one of a size of a play field and a layout of virtual players during the competition~~.